

ABSTRACT

**METHOD OF AND APPARATUS FOR COMMUNICATING
ISOCRONOUS DATA**

5 In order to enable isochronous data to be transmitted over
communications systems which may introduce timing jitter each packet of
isochronous data is provided with a timestamp which indicates to a receiver
the time at which a packet should be processed. The receiver notes the time
the first packet of a data stream arrive and adds a given offset time which is
10 greater than or equal to the maximum jitter to produce a time t_1 . Each
succeeding packet is processed at a time $t = t_1 + (T_n - T_1)$, where T_1 is the
timestamp in the first data packet and T_n is the timestamp in the current
packet. Thus the processing at the receiver is dependent on the relative times
of arrival of the packets rather than the absolute times defined by the
15 timestamps.